

CHARACTER NAME

LEVEL

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

RACE

CLASS

BACKGROUND

ALIGNMENT

EXPERIENCE

HIT POINT MAXIMUM

CURRENT HP POINTS

HIT DIE

TEMPORARY HP

SUCCESS

DEATH SAVED

FAILURE

PROFICIENCY BONUS

LANGUAGES

SPEED

ARMOR

CLASS

INITIATIVE

PASSIVE PERCEPTION

SPELLCASTING

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PROFICIENCIES

CP

SP

GP

EP

PP

ATTACKS & WEAPONS

WEAPONS

TYPE

RANGE

TO HIT

DAMAGE

WEAPONS

TYPE

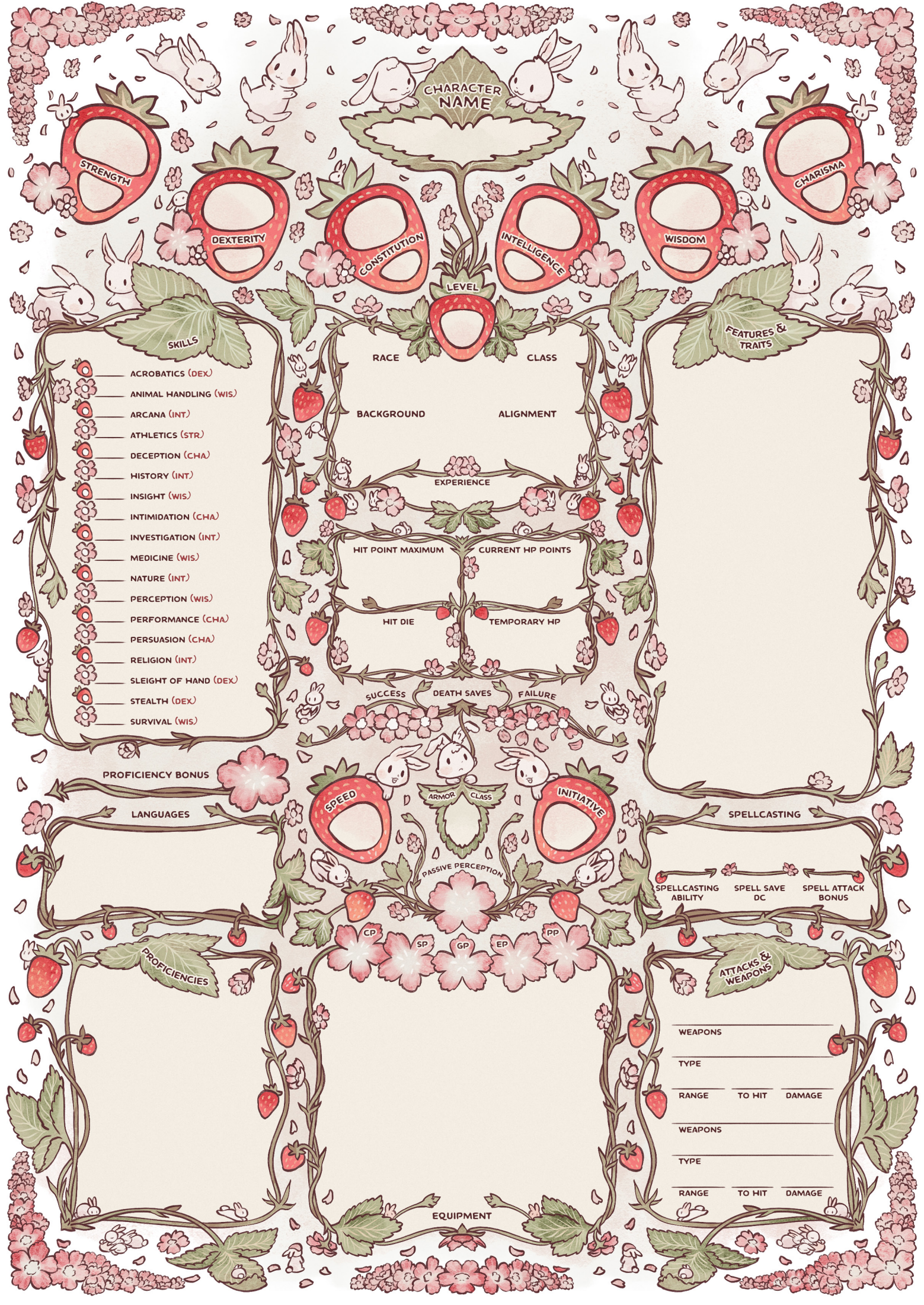
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TO HIT

DAMAGE

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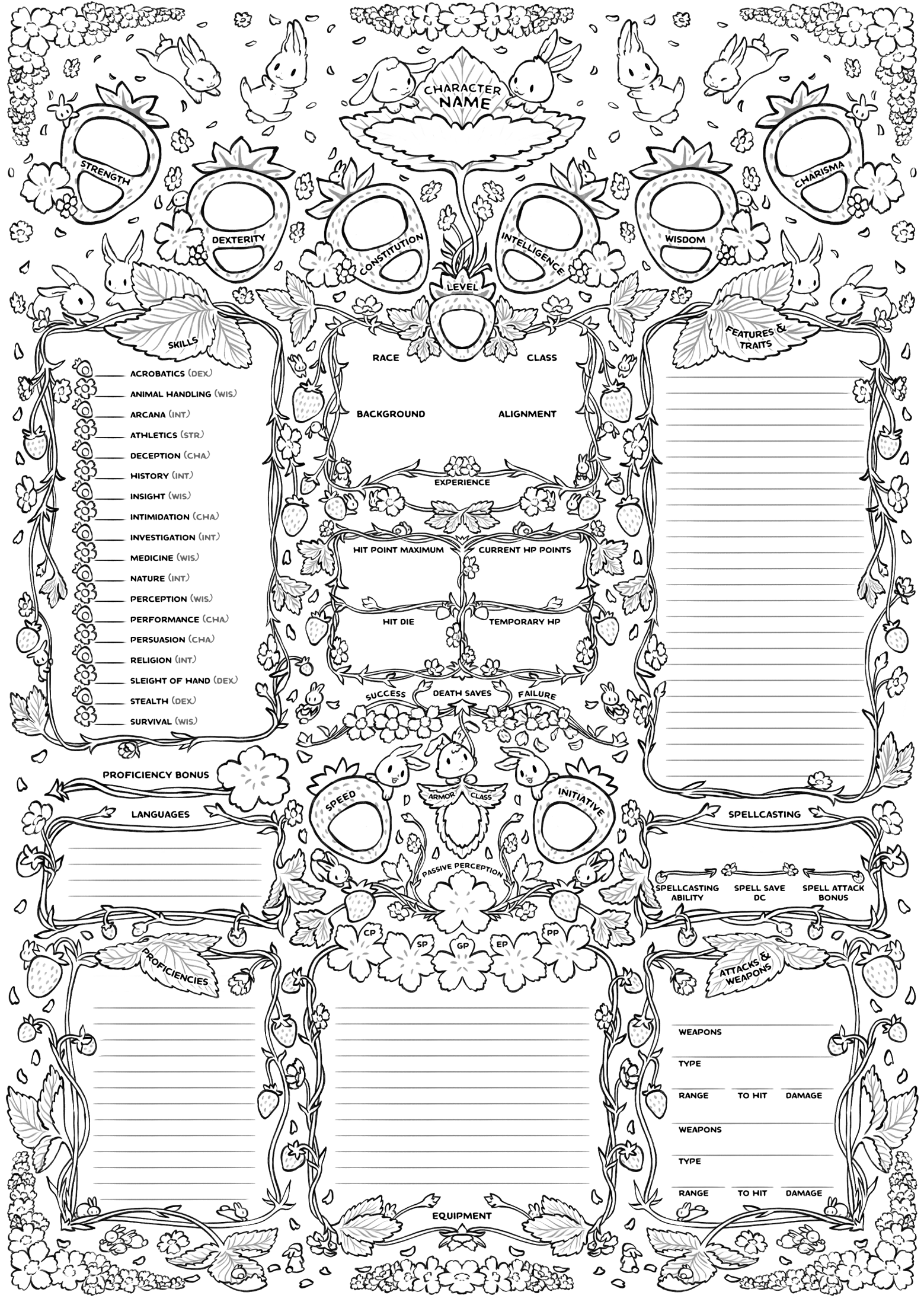
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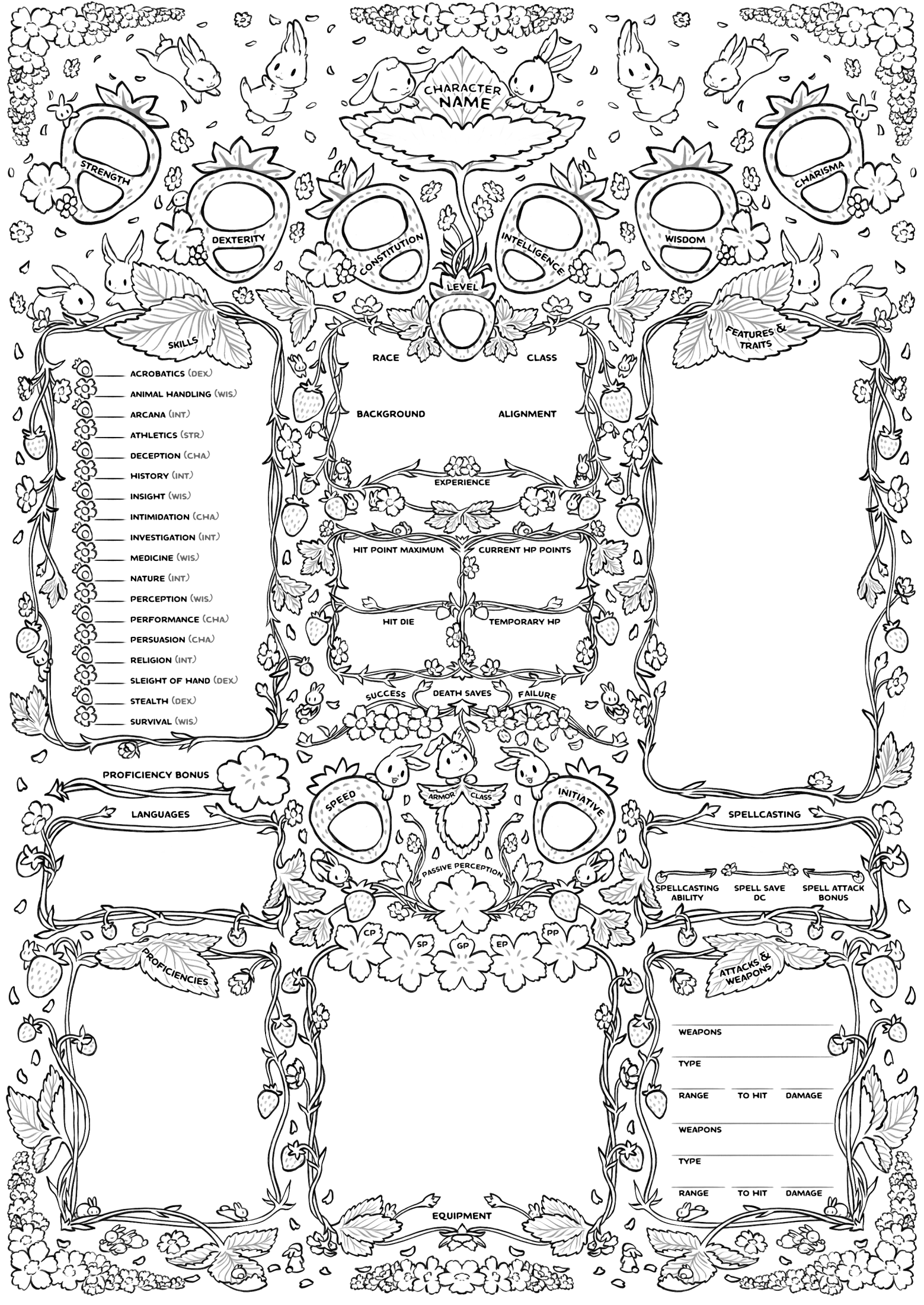
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